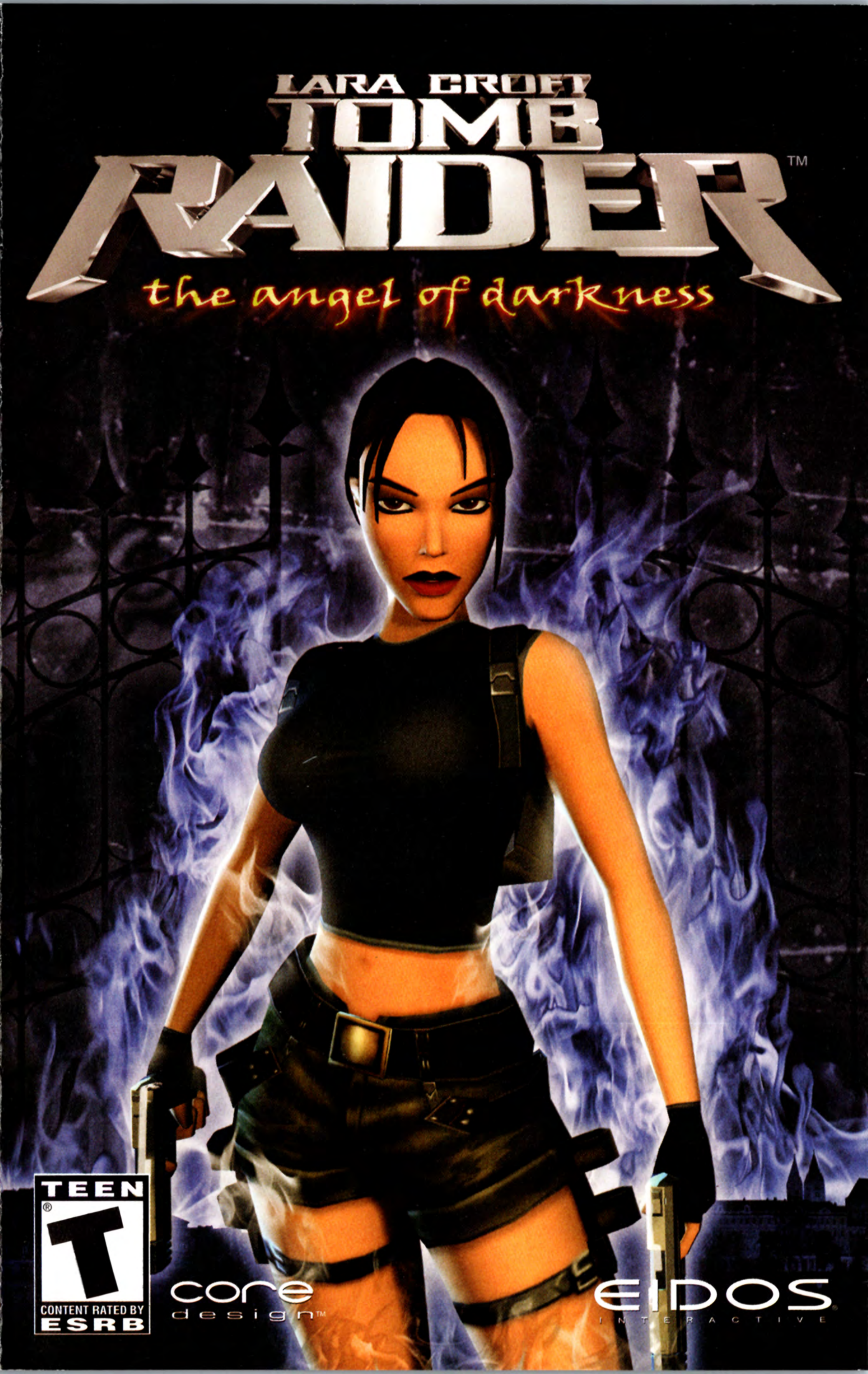
LARA CROFT TOMB RAIDER™

the angel of darkness



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CONTENT RATED BY ESRB

core design™

EIDOS INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Timesplitters™

CONTENTS

Getting Started 2
Starting Up 3
Report on Recent Atrocities 4
Starting the Game 6
- Main Menu 6
- Pause / Options Menu 7

Basic Controls 7
- Menu Controls 7
- Cut Scene / Conversation Controls 7

Character Controls 8
- Lara's Attribute Upgrade 9

Game Screen 10
Lara's Special Moves 12
Generic Actions 14
- Hand Over Hand 14
- Jumping, Grabbing & Shimmying 14
- Grab Bar 15
- Last Chance Grab 15
- Interacting with the Environment 15
- Pushing / Pulling 16
- Attacking 16
- Stealth 17

Character Status Bars 18
Pick-Ups 18
Inventory 18
Von Croy's Notebook 20
Save Game 20
Load Game 21
Credits 22

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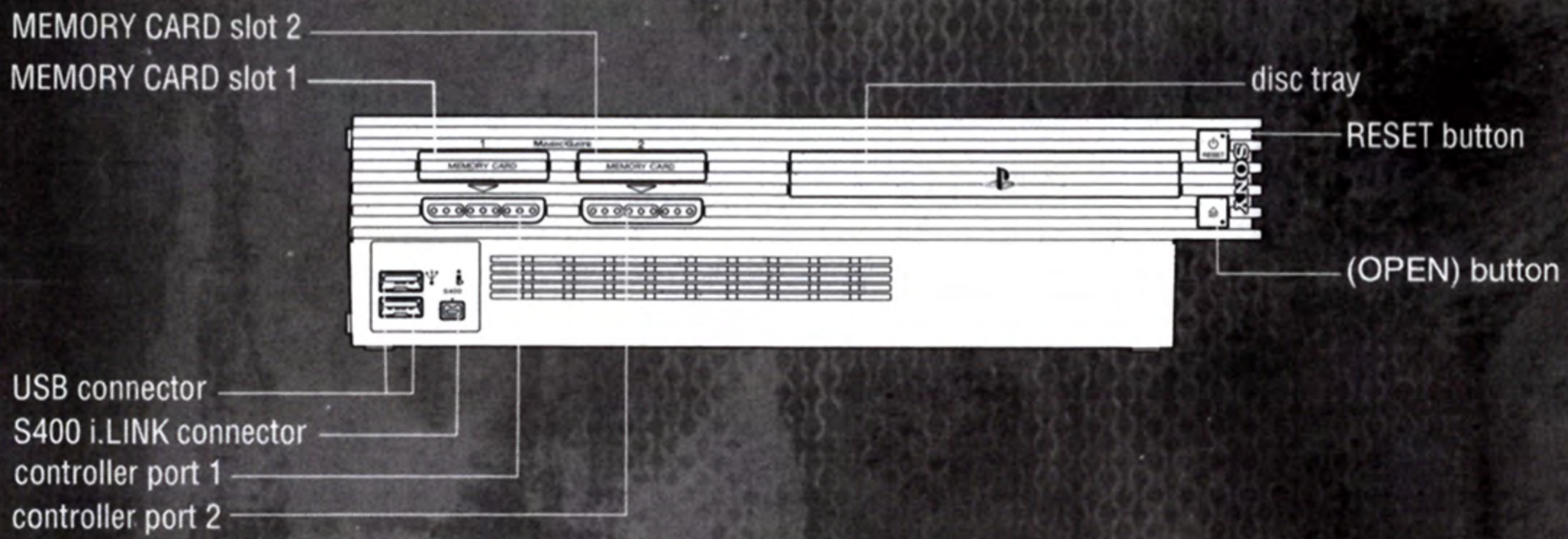
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Lara Croft, Tomb Raider: The Angel of Darkness***™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller

- ***Lara Croft, Tomb Raider: The Angel of Darkness***™ is best played with the DUALSHOCK®2 analog controller. Connect the controller to controller port 1 before starting play.
- You can change the default button controls in Options mode, available from the Main Menu and the Pause Menu (see pages 6-7).
- When vibration is ON, the controller vibrates in response to game events. You can turn vibration ON/OFF in Options mode.

Note: The digital controller is not supported by this title.

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Central National Bureau. Paris

Commissioner Mirepoix, Special Crimes Investigation Force

To the Préfecture de Police

REPORT ON RECENT SERIAL ATROCITIES WITHIN THE CAPITAL

As yet no significant arrests have been made for this latest spate of "Monstrum" killings in the capital. Seventeen have been reported so far. A woman was seen leaving the apartment of the latest victim, Professor Werner Von Croy. Described as Caucasian, brunette, about 1.8m and of slim build, she was wearing jeans, denim jacket and a pony tail. She is dangerous and probably armed. Officers are being advised to use extreme caution when apprehending the suspect.

The press have sensationalized this latest outbreak of killings as "The Monstrum's Dark Renaissance," referring to similar atrocities in the capital over the last decade, and possibly as far back as the 1950s. There are definite links to atrocities in other European cities going back at least fifty years.

Forensics have made no headway regarding the bizarre metallic eruptions found on the bodies of all victims. At present nothing appears to link any of the individuals involved. There have been significant numbers of casualties within Parisian gangland factions.

It would all appear to be the work of a single, highly psychotic perpetrator. The bodies were desecrated and all crime scenes daubed with unintelligible graffiti, indicating some ritualistic fixation. There are no known survivors of these attacks so far.

The suspect's apprehension should be made top priority.

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STARTING THE GAME

The game opens with starting credits and an intro movie. When prompted, press the START button to display the Main Menu, offering the following options.

MAIN MENU

NEW GAME — Prepare to join Lara on a brand new adventure.

LOAD GAME — Proceed to the Saved Game screen, where you can load a previously saved game.

This option is only present if a memory card (8MB) (for PlayStation®2) containing previously saved ***Lara Croft, Tomb Raider: The Angel of Darkness***™ game(s) is inserted in MEMORY CARD slot 1 at startup.

Note: Only MEMORY CARD slot 1 is used to load and save game data for this game.

OPTIONS — View and use the Options Menu.

THE STORY SO FAR — Review the movie elements you have uncovered so far in your saved game.

EXTRAS — View special bonus materials.

PAUSE / OPTIONS MENU

Press the START button to pause the game and display the Pause / Options Menu, featuring the following options:

AUDIO — Change the audio settings for:

Sound Mode — Stereo (default) / Dolby Pro Logic II

Music Volume

Speech Volume

Effects Volume

VIDEO — Adjust the position of the picture on your TV screen and choose a refresh rate.

CONTROL — Choose from three pre-defined controls settings by highlighting a method and pressing the ⊗ button. You can also toggle Vibration ON (default) or OFF.

SUBTITLES — Turn cutscene and FMV subtitles ON (default) or OFF.

BASIC CONTROLS

MENU CONTROLS

DIRECTIONAL BUTTONS / LEFT ANALOG STICK — Move through the menus.

⊗ ***BUTTON*** — Make selections.

△ ***BUTTON*** — Retreat back one menu level.

CUT SCENE / CONVERSATION CONTROLS

Follow the onscreen prompts throughout the movie cut-scenes and conversations. Use the ⊗ button to speed up conversations and confirm prompts.

DOLBY SURROUND PRO LOGIC II

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CHARACTER CONTROLS

L1 *BUTTON (WALK)*

Tap to toggle between Run (default) and Walk modes.

Press and hold while moving the left analog stick (see below):
⬆ / ⬇ to step forward / backward; ⬅ / ➡ to sidestep left / right.

Hold down the L1 button and tap the ◯ button (Jump)
to perform a short hop-jump.

L2 *BUTTON (STEALTH)*

Press to enter Stealth mode. Press again to resume normal stance.

DIRECTIONAL BUTTONS ⬆ / ⬇

Toggle through available
weapons held
in the Inventory.

LEFT ANALOG STICK

Use while the L1 button is held down
to move your character
(see the L1 button
instructions above).

Push halfway
in a direction to walk;
push all the way to run.
(When Walk mode is
activated the character
will not run.)

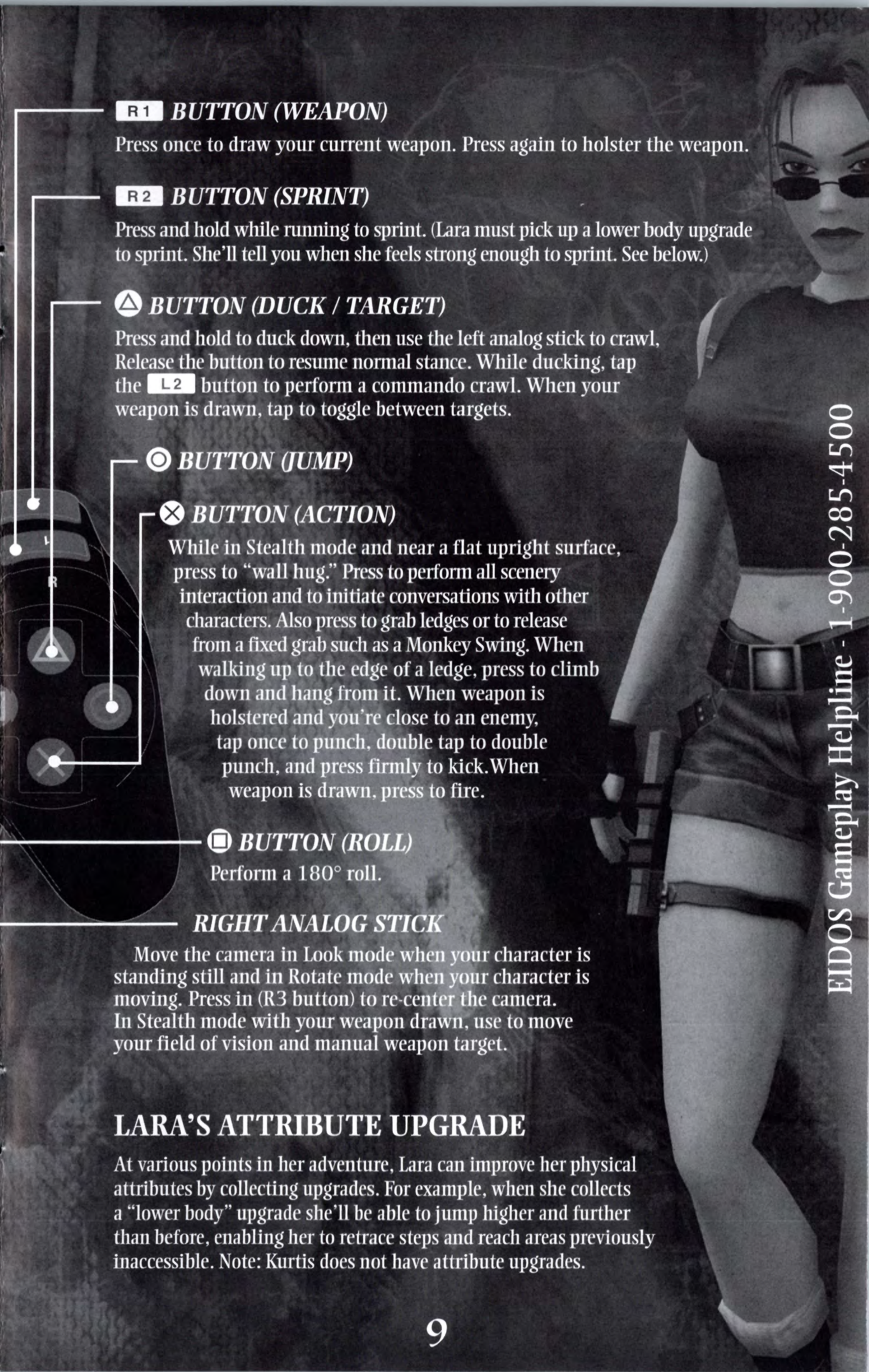
While in Stealth mode with a weapon drawn, push ⬆
to move in the direction your character is facing, move
⬅ / ➡ to sidestep, pull ⬇ to step back.

SELECT *BUTTON*

Pause the game and display the Inventory.

START *BUTTON*

Pause the game and display the Pause Menu / Unpause.



LARA'S ATTRIBUTE UPGRADE

At various points in her adventure, Lara can improve her physical attributes by collecting upgrades. For example, when she collects a "lower body" upgrade she'll be able to jump higher and further than before, enabling her to retrace steps and reach areas previously inaccessible. Note: Kurtis does not have attribute upgrades.

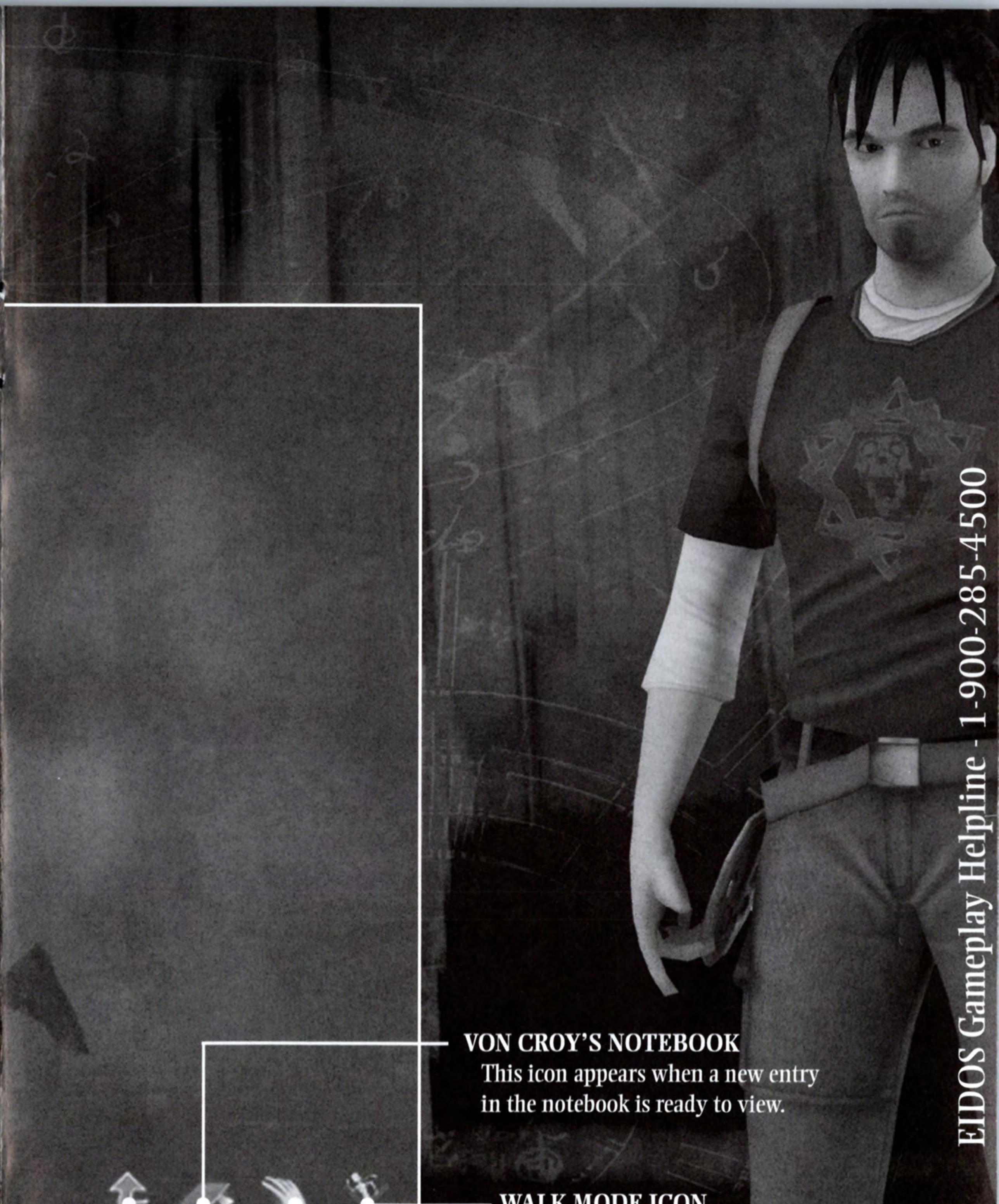
GAME SCREEN

HEALTH BAR

This bar decreases as the character's energy depletes. It flashes when the character is poisoned.

BREATH BAR (LARA) / GRAB BAR

This bar depletes when Lara is underwater or when either Lara or Kurtis is hanging from a ledge.


VON CROY'S NOTEBOOK
This icon appears when a new entry in the notebook is ready to view.
WALK MODE ICON
This icon appears when Walk mode is activated.
INTERACTION ICON
This icon appears when your character can interact with an object or scenery.
UPGRADE ICON
This icon appears when Lara obtains an attribute upgrade.
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LARA'S SPECIAL MOVES

SWIMMING ON THE SURFACE

If Lara finds a deep pool of water, she can jump in and swim. Use the left analog stick to move Lara around on the surface of a pool and press the ◯ button (Jump) to stroke forward.

At the edge of the water, press the left analog stick ↑ and press the ✕ button (Action) to climb out.

SWIMMING UNDERWATER

When swimming underwater, Lara can hold her breath for about a minute — any longer and she'll become fish-food!

CLIMBING PIPES/LADDERS

To climb up drainpipes or ladders, walk Lara up to the object and move the left analog stick ⬆ to make her climb onto the object. Then use the left analog stick to climb up or down and to dismount.

MONKEY SWINGING

Where the opportunity exists to Monkey Swing from bar to bar to cross a gap, position Lara under the first bar and press the ◯ button (Jump). When she's holding onto the bar, move the left analog stick ⬆ to Monkey Swing forward. Press the ✕ button (Action) to dismount.

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GENERIC ACTIONS

HAND OVER HAND

To jump onto a zip wire, position your character directly under it and press the ◉ button (Jump). Use the left analog stick to travel along the rope. Press the △ button (Duck) to tuck your character's legs up to rest or avoid objects.

JUMPING, GRABBING & SHIMMYING

To jump, press the ◉ button (Jump). To jump in a certain direction, move the left analog stick while jumping.

Jumps onto ledges or rails over a great distance require a jump and grab. To perform this jump, press the Jump button while moving the left analog stick ⬆, release the Jump button, then at the apex of the jump press and hold the ⊗ button (Action) until Lara or Kurtis grabs the ledge. You can then release the button. Use the left analog stick to shimmy along the ledge, and press ⬆ to climb up onto the ledge. Press the Action button to release the grab.

Once the grab is activated, a Grab Bar appears onscreen to monitor your character's energy (see page 15). If the Grab Bar runs out, the character's grip will loosen immediately!

GRAB BAR

Lara and Kurtis are very fit and strong but even they can't hang from ledges indefinitely. When either one is grabbing a ledge, a Grab Bar appears and immediately begins to decrease. If it's allowed to run out completely, the grab is released and the character lets go of the ledge. The bar is automatically refreshed with each grab.

LAST CHANCE GRAB

If your character begins to slide on the scenery, press the ⊗ button (Action) to make the character grab onto something before falling.

INTERACTING WITH THE ENVIRONMENT

Lara and Kurtis interact with their worlds in different ways. One example of this is opening doors. Approach and stand by a door. When you are near enough to open it, a hand icon appears. Press the ⊗ button (Action) to make your character try and interact with it — in this case by opening the door.

You may want Lara or Kurtis to climb through windows or up onto boxes. To achieve this, walk your character up to the object. If the character can climb up or squeeze through the gap, he or she will do so automatically.

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PUSHING / PULLING

Both Lara and Kurtis can push and pull certain objects. Position your character next to the object and press and hold the ⊗ button (Action). Lara or Kurtis will then adopt a ready posture (if the object can be manipulated). Then, move the left analog stick ⬆ to push the object, or pull ⬇ to pull the object. Release the Action button to resume normal stance.

ATTACKING

Press the R1 button (Weapon) to draw the currently selected weapon from the Inventory. While the weapon is drawn, press the ⊗ button (Action) to fire, or tap the △ button (Target) to switch targets. Press the Weapon button again to holster the weapon.

Both Lara and Kurtis are ready for a fist fight at any time. When an enemy is close by, tap the Action button once for a single punch, and twice for a double punch. Press the Action button firmly to kick.

STEALTH

To remain relatively undetected, both Lara and Kurtis can adopt a Stealth mode, which you toggle active/disabled by tapping the L2 button (Stealth). Lara and Kurtis also have a silent neck-breaker move, activated by pressing the ⊗ button (Action) when your character is standing directly behind an unsuspecting enemy.

While in Stealth mode, when your character is near a flat upright surface, press the Action button to hug the wall. Use the left analog stick to perform a leaning-look around a corner. Press the Action button again to resume your normal stance.

While in Stealth mode with a weapon drawn, move the left analog stick ⬆ to move forward in the direction your character is looking, move ⬅ / ➡ to sidestep, and pull ⬇ to step backward. Use the right analog stick to move the field of vision: as you move your character, your weapon will also move, enabling you to target manually.

Stealth mode is designed for "silent-running." Any enemies whose line of sight you cross will be instantly alerted to your presence. It's also always a good idea to have a weapon drawn in Stealth mode just in case you are detected and need to resort to a more basic tactic!

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CHARACTER STATUS BARS

Two different bars display the current state of Lara or Kurtis's well being:

HEALTH BAR — When this bar depletes, Ms. Croft or Mr. Trent is no more! If Lara or Kurtis is poisoned or breathes in poisonous gases, the Health Bar will flash green and begin to drain away. Poisons can be treated by selecting a health item from the Inventory. Gas alerts are solved by leaving the area, if possible, or donning a respirator!

BREATH BAR — When Lara is swimming underwater, this bar will start to decrease. If it reaches zero, Lara's Health Bar will appear, decreasing at the same rate. If Lara doesn't reach the surface before it's gone, she's a goner!

PICK-UPS

Our heroes can retrieve objects and store them in their Inventory. Position Lara or Kurtis so that the object you want to gather is in front of the character's feet. Press the ⊗ button (Action) and Lara or Kurtis will pick it up.

Often enemies drop items, so it's always worth your time checking their bodies — just in case.

INVENTORY

Press the SELECT button to display the Inventory. Use the directional buttons to navigate through the Inventory and press the ⊗ button to select an item. Press the SELECT button again to exit the Inventory and return to the game.

Remember: Lara and Kurtis each have their own Inventory, and neither has access to the other's items.

The Inventory sections are:

SAVE — View Save Game options.

LOAD — View Load Game options.

WEAPONS — This area holds all the weapons that Lara and Kurtis collect during their adventure. Highlight a weapon and press the ⊗ button to use it. Certain weapons can be loaded with different types of ammunition. When these weapons are highlighted, a sub-option appears allowing you to combine alternate ammunitions. Follow the onscreen instructions that guide you through the re-arming process.

Initially Lara has no weapons and the only weaponry available is her hand to hand combat skills.

ITEMS — All the interesting items and artifacts that Lara and Kurtis collect are placed into this section. Highlight an item and press the ⊗ button to use it. At the start of the game,

Lara has only a blood-stained fax as a clue.

HEALTH — Many items that Lara and Kurtis collect are health related, such as antidotes, bandages and standard medi-packs. All these items are placed in this section. Health pick-ups restore a character's health level to different degrees. Highlight an item to display the level of healing. Press the ⊗ button to carry out its treatment.

Lara starts her adventure with two bandages.

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VON CROY'S NOTEBOOK

While in Paris, Lara will come across Werner Von Croy's notebook. When she collects it, the notebook is added as a new option in the Inventory. The notebook contains hints, tips and reminders — refer to it often since the information it contains updates and is priceless!

To access the book, call up the Inventory screen and select ***NOTEBOOK***. Use the ⬆ / ⬇ directional buttons to highlight a section on the contents page and press the ⊗ button to display it. Use the ⬅ / ➡ directional buttons to turn pages. Press the △ button to close the notebook.

SAVE GAME

You must have a memory card inserted into MEMORY CARD slot 1 to save your game. To save the game at any point, display the Inventory and select ***SAVE GAME***. Select a save game slot and press the ⊗ button. Your save game file will be named automatically.

You can save up to eight games. To save more games, select an older file to overwrite and press the ⊗ button (or insert a different memory card before saving).

LOAD GAME

To load a previously saved game, you must have a memory card containing a previously saved ***Lara Croft, Tomb Raider: The Angel of Darkness***™ game(s) inserted in MEMORY CARD slot 1 at startup.

Then, open the Inventory, select LOAD GAME, highlight the saved game you want to resume and press the ⊗ button to complete the load.

Note: Only MEMORY CARD slot 1 is used to load and save game data for this game.

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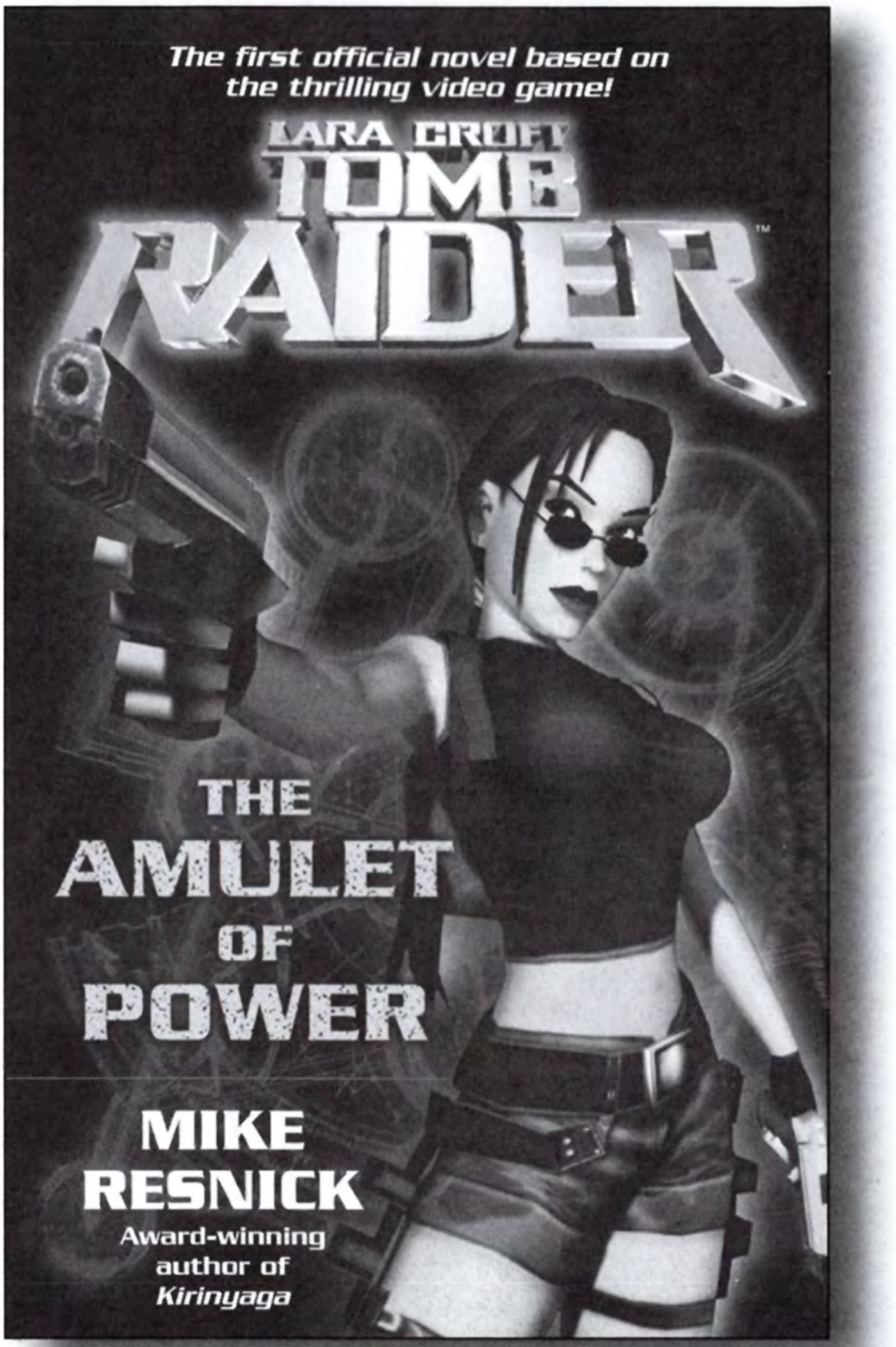

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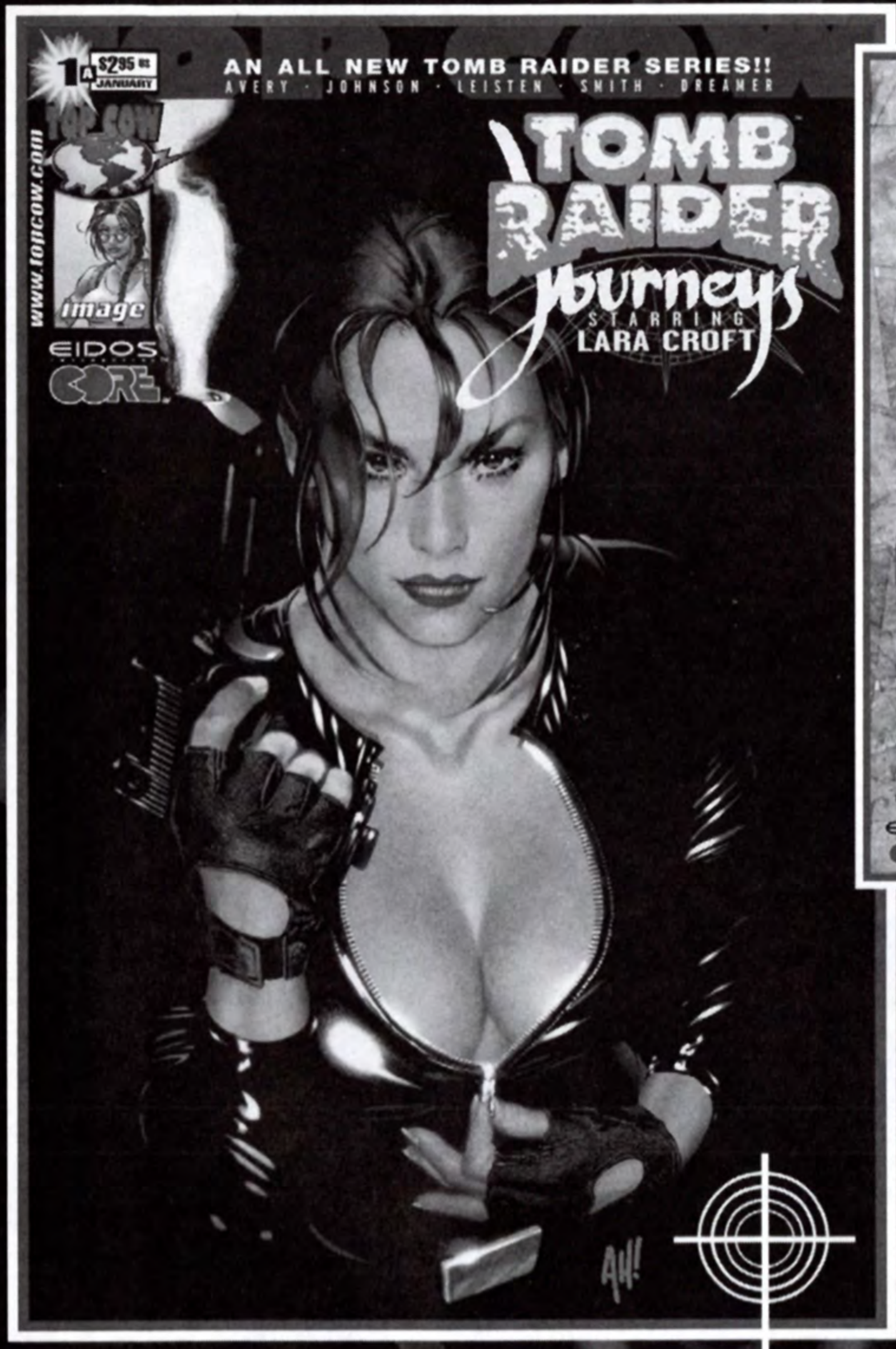

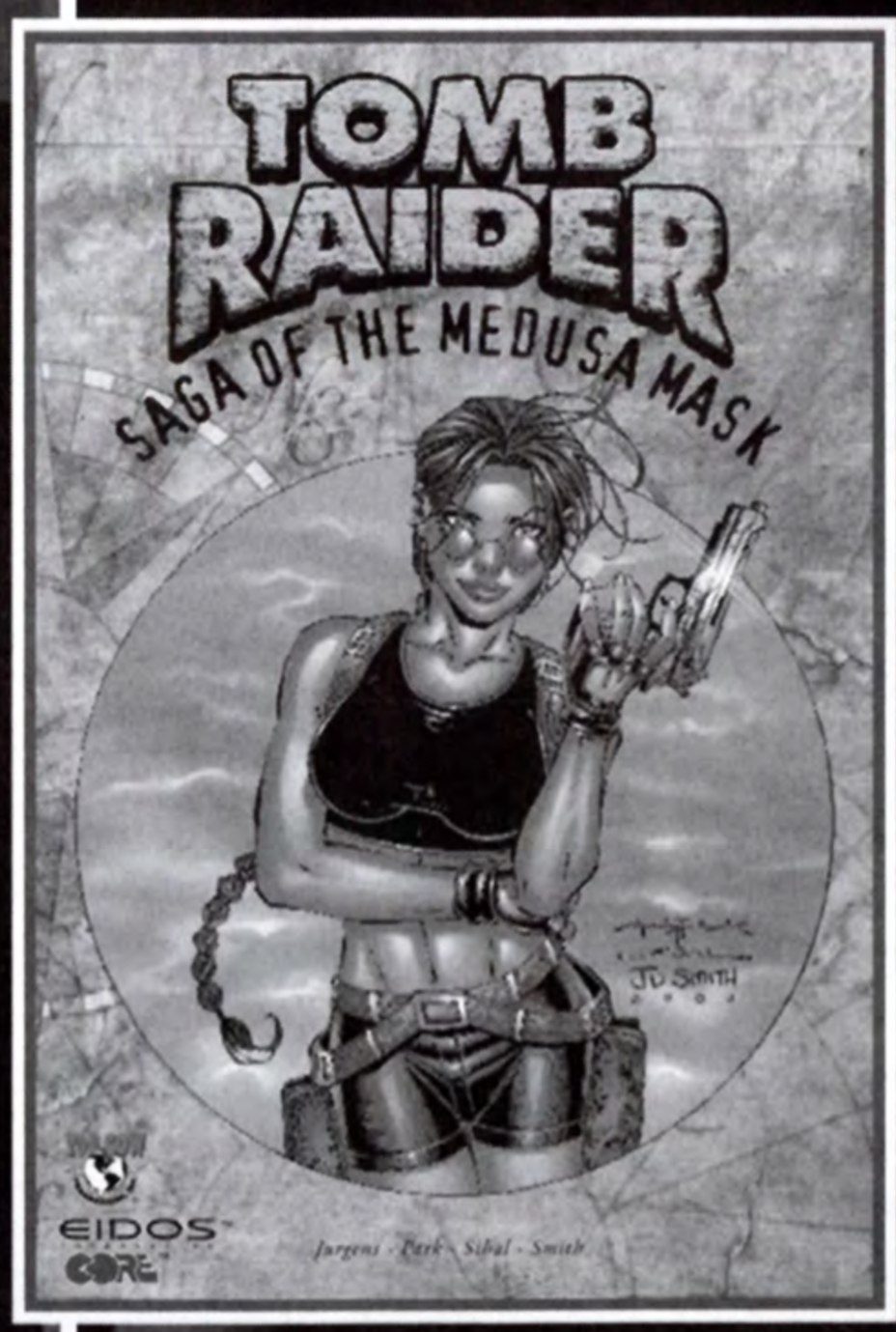

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